

Listing of Claims

This listing of claims will replace all prior versions of claims and listings of claims in the application:

Please amend Claims 1, 5, 12, 18, 22, and 36 as shown.

1. (currently amended) A computerized method for creating a three dimensional model from one or more image panoramas, the method comprising: receiving one or more image panoramas representing a visual scene and having one or more objects; determining a directional vector for each image panorama, the directional vector indicating an orientation of the visual scene with respect to a reference coordinate system; transforming the image panoramas such that the directional vectors are substantially aligned relative to the reference coordinate system; aligning the transformed image panoramas to each other; and creating a three dimensional model of the visual scene from the transformed and aligned image panoramas using the reference coordinate system, wherein creating a three dimensional model includes identifying a selected object in the transformed and aligned image panoramas and associating geometry information with the selected object, the geometry information comprising 3-D coordinates describing the position and orientation of the selected object in the reference coordinate system.-

2. (original) The method of claim 1 wherein the directional vector is determined based, at least in part, on instructions identifying elements of the image panorama received from a user.

3. (original) The method of claim 2 wherein the instructions from the user identify two or more substantially parallel features in the image.

4. cancelled.

5. (currently amended) The method of claim 2 wherein the instructions from the user identifying a horizon line of the image panorama.

6. (original) The method of claim 2 wherein the instructions comprise the identification of two or more areas of the image, each area containing one or more elements and further comprising automatically identifying the two elements contained in the two or more areas.

7. (original) The method of claim 6 further comprising using edge detection to automatically identify the two elements.

8. (original) The method of claim 1 wherein the image panoramas are aligned relative to the reference coordinate system such that the directional vector is at least substantially parallel to one axis of the reference coordinate system.

9. (original) The method of claim 1 wherein the image panoramas are aligned relative to the reference coordinate system such that the directional vector is at

least substantially orthogonal to one axis of the reference coordinate system.

10. (original) The method of claim 1 wherein the image panoramas are aligned according to instructions received from a user.

11. (previously presented) A computerized method of interactively editing objects in a panoramic image, the method comprising: receiving an image panorama representing a visual scene, the image panorama having one or more objects and a point source; creating a three dimensional model of the visual scene using features of the visual scene and the point source, including identifying a selected object in the image panorama and associating geometry information with the selected object, the geometry information comprising 3-D coordinates describing the position and orientation of the selected object in a reference coordinate system; receiving an edit to the selected object in the panorama; transforming the edit relative to a viewpoint defined by the point source; and projecting the transformed edit onto the selected object.

12. (currently amended) The method of claim 11 wherein the three-dimensional model comprises ~~one or more~~ at least one of depth information and geometry information.

13. (original) The method of claim 11, further comprising receiving an edit to

color information associated with the objects of the image.

14. (original) The method of claim 11, further comprising receiving an edit to alpha information associated with the objects of the image.

15. (original) The method of claim 11, further comprising receiving an edit to depth information associated with the objects of the image.

16. (original) The method of claim 11, further comprising receiving an edit to geometry information associated with the objects of the image.

17. (original) The method of claim 11 further comprising: providing a user with an interactive drawing tool that specifies edits for one or more objects of the image; and receiving the edits made by the user using the interactive drawing tool.

18. (currently amended) The method of claim 17 wherein the interactive drawing tool is one of an extrusion tool, a ground plane tool, a depth chisel tool
| and ~~or~~ a non-uniform rational B-spline tool.

19. (original) The method of claim 17, wherein the interactive drawing tool specifies a selected value for depth for objects of the image.

20. (original) The method of claim 17, wherein the interactive drawing tool incrementally adds to the depth for objects of the image.

21. (original) The method of claim 17, wherein the interactive drawing tool incrementally subtracts from the depth for objects of the image.

22. (currently amended) A method for projecting texture information onto a geometric feature within an image panorama, the method comprising: receiving instructions from a user identifying a three-dimensional geometric surface within an image panorama, the image panorama containing features having one or more textures; determining a directional vector from the three-dimensional geometric surface; creating a geometric model of the image panorama based at least in part on the three-dimensional geometric surface and the directional vector, wherein creating a geometric model includes associating geometry information with a selected feature, the geometry information comprising 3-D coordinates describing the position and orientation of ~~a~~ the selected feature in a reference coordinate system; and applying the one or more textures to the selected feature in the image panorama based on the geometric model.

23. (original) The method of claim 22 wherein the instructions are received using an interactive drawing tool.

24. (original) The method of claim 22 wherein the three-dimensional geometric surface is one of a floor, a wall, or a ceiling.

25. (original) The method of claim 22 wherein the directional vector is orthogonal to the planar surface.

26. (original) The method of claim 22 wherein the geometric model comprises depth information.

27. (original) The method of claim 22 wherein the texture information comprises color information.

28. (original) The method of claim 22 wherein the texture information comprises luminance information.

29-31 cancelled.

32. (previously presented) A system for creating a three dimensional model from one or more image panoramas, the system comprising: means for receiving one or more image panoramas representing a visual scene having one or more objects; means for allowing a user to interact with the system to determine a directional vector for each image panorama; means for aligning the image panoramas relative to each other; and means for creating a three

dimensional model from the aligned panoramas, wherein creating a three dimensional model includes identifying a selected object in the aligned image panoramas and associating geometry information with the selected object, the geometry information comprising 3-D coordinates describing the position and orientation of the selected object in a reference coordinate system.

33. (original) The system of claim 32, wherein the input images comprise two-dimensional images.

34. (original) The system of claim 32, wherein the input images comprise three-dimensional images including geometry information.

35. (original) The system of claim 32 wherein the image panoramas are aligned according to instructions received from a user.

36. (currently amended) A system for interactively editing objects in a panoramic image, the system comprising: a receiver for receiving one or more image panoramas representing a visual scene having one or more objects and a point source; a modeling module for creating a three dimensional model of the visual scene including identifying a selected object in the one or more image panoramas and associating geometry information with the selected object, the geometry information comprising 3-D coordinates describing the position and orientation of the selected object in a reference coordinate system.; one or more

interactive editing tools for providing an edit to the selected object; a transformation module for transforming the edit relative to a viewpoint defined by the point source; and a rendering module for projecting the transformed edit onto the selected object.

37. (original) The system of claim 36 wherein the one or more editing tools comprises a ground plane tool, an extrusion tool, a depth chisel tool, and a non-uniform rational B-spline tool.